

HOOSTER ARCHIVES

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Hoosier Archives is a periodic listing of the Diplomacy archives of Walter Buchanan, R. R. 3, Lebanon, Indiana 46052, telephone (317) 428-2824; Archives Director, N3FGDD; a Director of The Diplomacy Association; and a member of IFWDS. Since the archives is virtually complete in at least xerox form back to 1966, the archives listing will only appear quarterly, the last being in issue #35, or as further substantial additions are acquired. However, additions to the archives are solicited, either through originals, which are preferred, or a loan to permit xeroxing. Also, postage fees will be paid for duplicates so that they can be made available to others. The main purpose of Hoosier Archives is to make available information from the archives, such as Diplomacy articles, game news, etc., as well as to serve as a medium for original articles, which are solicited. This is Albatross Press publication #43.



ALBATROSS PRESS BUYS OUT A. B. DICK!

Behold! A dittoed Hoosier Archives! Just one year ago this week, your humble editor was welcomed into the postal Diplomacy fold by a cordial letter from Rod Walker in response to my query about the first GRI flyer. It has been an interesting year for me since that initial discovery of our common hobby. I have celebrated the entry into my second year of our fair game by acquiring an A. B. Dick spirit duplicator. (We tried Rod's suggestion of a Sears machine but had to agree with Larry Peery--God knows how Rod makes that infernal machine turn out decent copies!) Anyway, for you poor souls out there that are already being inflicted with the periodic arrival of Hoosier Archives in your mailbox, you will now be inflicted with a Hoosier Archives containing little colored ditties and other goodies such as multi-colored issues.

INTO THE ARCHIVES NO. 10

With this issue another article is presented by a member of the famed Rochester Diplomacy group. Steve Nozik is a cohort of Bill Jarvis and is admitted by Bill to be the hottest Dippy player in Rochester. Steve modestly admits this too. Just kidding, Steve! Anyway, I'll let the following article be a criteria of Steve's ability. It shows one of the side advantages of FTF play that a PBM player might well note.

AN INTRODUCTION TO ONE-ON-ONE DIPLOMACY

by
Steven Nozik

In the beginning, Allan L. Calhamer created Diplomacy, and he so decreed, "Diplomacy is best played by seven players though as few as three may play" (page one of the rulebook). "Not so," say I. Technically the word Diplomacy may only be applied to a game composed of three or more members, but the name of the game may be used in reference to two-man play.

Here in Rochester, particularly in my school, one-on-one games are booming and still growing at a fast rate. This is mainly due to the fact that it is very hard to get seven players together in one place at one time who know how to play, and particularly at a school, there is not adequate time to play a seven-man game. A one-on-one game generally takes less than an hour and a half to complete. This, however, is not the reason the two-man game was born.

The one-on-one game grew out of an idea about how accurately the game portrays the actual situation that existed in 1914. We wanted to pit the Allies against the Central Powers with two fairly equal players controlling the respective sides to see whether the outcome would agree with history. Of course if the Allies had every country originally on their side they would have won easily because in Diplomacy a large plurality generally forecasts a victory. Thus, we made Italy neutral. We had two other reasons for doing this: (1) The rulebook states that if only six players are playing, eliminate Italy and (2) Italy was neutral in World War I until 1915. We ended up with the combination of England, France and Russia vs. Germany, Turkey and Austria-Hungary. The Allies still had the advantage (the one extra piece in Russia), but if my memory serves me correctly, the Central Powers won the first game.

This is of no importance, though, as since that time the Allies and the Central Powers have each won their fair share. It may be a good idea to start out with this combination of countries, but don't get into the habit of using the Allies vs. the Central Powers game continually, as I did for a while, or you will find that most games will turn out exactly the same (with small variations). The reason is this: once a good set of moves is found against the enemy, the desire will be present to use those moves over and over again as a type of security. What you will come out with is a stalemate or repetitive victory by one side. Therefore, it is a good idea to experiment with your side and use different combinations of countries every time that you play. You could draw for the countries as is done in regular FTF games.

Even though the three countries you control are working together as a team, each one of the territories each respective country controls is sovereign and independent. For example, if you are controlling Germany and Austria-Hungary and you move an Austrian unit into Munich in a Fall move, the supply center will revert from German to Austrian. This sometimes leads to interesting situations.

Playing one-on-one Diplomacy is slightly different from regular Diplomacy. Each country has a "sphere of interest" where it must go in order for its side to win. Using the Allies vs. the Central Powers game as an example, the sphere of interest of France would be Germany. Also, the sphere of interest of England would be Germany. There is no back-stabbing. Therefore, since allies aren't about to turn against allies, there is only one direction to go. Again using the Allies vs. the Central Powers as an example, you will notice that both Germany and Russia are bordering upon three enemies while the other countries border only upon one. Therefore, the areas of principle importance will be Germany and Russia. It is generally safe to say that whichever holds out the longest will bring his side a victory. In the event of a stalemate between the armies, whoever controls the Mediterranean Sea will win.

Because of the importance of the specific areas in two-man play, it is not advisable to make a rush for supply centers at the beginning of the game. Use only the units you do not need drastically for taking supply centers that are easily accessible, such as Spain and Portugal.

Stalemates are not uncommon in one-on-one play. They occur when two people are almost perfectly matched in ability or if you are getting into a rut by using the same moves with the same combination of countries over and over again as was previously mentioned. A stalemate occurs when both parties agree that they can make no further headway. Unlike regular Diplomacy, gaining a majority of eighteen pieces is not grounds for a victory. Many have been the time when the minority has stood off the majority. A victory is only acknowledged when one party either surrenders or is totally destroyed.

A good idea for making one-on-one play easier is to make a "master." A master is a conference map mounted on cork or a piece of magnetic metal. Pieces are made from map pins, tacks, or painted magnets. You can distinguish fleets from armies by making a small mark of a different color upon the unit. Masters are easily portable and make playing possible anywhere. They can also be attractively colored to resemble the actual board.

The one-on-one game should be a launching pad to larger games, such as seven-man FTF games and postal games. While it is true that you will not increase your diplomatic ability from one-on-one play, you can increase your ability in strategy and tactics by learning to deal with any combination of countries in any situation that may arise on the map. You will find that if you play often enough you will get better. Many members of the Brighton Academy of Diplomacy (local organization which sponsors seven-man FTF games) play one-on-one games to develop their skill in the seven-man FTF games which they play in. If you let it, the one-on-one game can be an enormous help to someone developing his skills in strategy and tactics plus provide a small part of what goes into an FTF game.

WANTED TO BUY OR BORROW

BERLION all but 0.5, 0.5A; ANGEAD 1-4; ANIARA III, 1; ASDIP/MUTINY 1; BABEL 1; BARAD-DUR 1.5, 40.1; BOLVERK 1, 3-4, 6; BULLETIN 2; CAESAR 1-3, 5; CALCUTTA CHRONICLE I, 1-2; CORSAID 1-3, 7, 15; COSTAGUANA I, 2-5, 8-11; "DIPLOMACY" 1; THE DIPLOMAT 21, 32-42, 44-47; DUNVEGAN 1; ECONOMIC DIPLOMACY 1; FLASH 1; FREDONIA 24-25; LA GAZETTE D'EUROPE 1-2; GLORY ROAD 13, 21, 49, 51, 56; GRAUSTARK 1-14, 22, 31, 41; LA GUERRE I, 7-9, 23 & III, 1 & V, 8, 11; IF I, 2; KNOWABLE 3;

LUSITANIA 1; LUTHA I, 3-5; MARGOVIA 13, 15.5, (19a), (22a), (24a); MASSIF 0; MISKATONIC U. 1.7-1.9, 1.39; MOESHOESHOE 8-10; MONGO I, 1-9; THE MONTHLY CYCLOPEDIA... I, 1-6 & II, 1-2; NAME 4; NORSTRILLIA NOTES 24-27, 29; MU 1-2; POLASKA I, 5, 8; REUTERS REPORTS with BROB 9, 11; ROHAN I, 1-2; RURITANIA 2-10, 12-21, 23-27, 29, 31, 33-34; SAWGRASS RETORT 1-2; SPALD, JR. I, 2; THE TOOREY TRIENNIAL TERRAPIN/TURTLE/TORTOISE 7-9; TRIREME 2; T.S.#2 14; TUPPENCE-HA'PENNY 1-2; VANDY II 2-3; WAR BULLETIN 2, 5-6; "WEST COVINA DIPLOMACY ZINE" 1, 45-47; WILD 'N WOOLY 4; WITDIP 1-14; WITDIP SPECIAL 1-2; WORIDIP 1-28; THE W.O.R.L.D. RECORD 1-2; WSFA JOURNAL 12-14, 63.

Note: The above zines are still needed in at least xerox form for the archives. See Hoosier Archives #35 for other zines wanted in the original.

REGULAR GAME OPENINGS

The following Diplomacy game 'zine editors are believed to currently have regular game openings in their 'zines:

6. Dale Bosowski, 2904 Hemminger Way, Modesto, Cal. 95350
10. P. H. Gaylord, 2035 Todd Drive, Arden Hills, Minn. 55112
14. Robert A. Johnson, PO Box 134, Whiggary, N. J. 07981
15. Eric Just, PO Box 131, Paoli, Okla. 73074
18. Leonard Lakofka, 1806 N. Richmond Street, Chicago, Ill. 60647
20. Stephen Marsland, 78 Genesee Street, Greene, N. Y. 13773
21. John Mensinger, 1320 Magnolia Street, Modesto, Calif. 95350
25. Larry Peery, 816 24th Street, San Diego, Calif. 92102
27. Andrew Phillips, 128 Oliver Street, Daly City, Calif. 94014
29. Paul Rubin, 41 Herbert Avenue, Massapequa Park, N. Y. 11762
37. Bob Van Andel, PO Box 43, Clarksville, Mich. 48815
48. Herb Barents, 157 State Street, Zeeland, Mich. 49464
52. Peter Weber, 417 E. Hatcher #2, Phoenix, Ariz. 85020
53. Charles Welsh, Box 3197, Brown University, Providence, R. I. 02912

GRI PRESENTS!

This section is a new feature in Hoosier Archives. It will present the new players introduced to postal Diplomacy by the new GRI flyer and other sources.

Larry Valencourt, 1561 Clarence Street, St. Paul, Minn. 55106
James Pyle, 1219 Third Street, Henry, Ill. 61537
Francis D. Venings, 5531 Ursula Lane, Dallas, Texas 75229
Richard W. Rice, 420 Temple Street, New Haven, Conn. 06511
John Ostapovich, 3520 Chimney Swift Drive, Huntingdon Valley, Pa. 19006
Craig Besinque, 1616 McLean, Vancouver, B. C., Canada

ARCHIVES 'ZINE PLUGS

And this will be another new feature of Hoosier Archives! Any editor that currently trades with me can advertise his 'zine in Hoosier Archives on a space available basis. All that is required is a typed notice exactly as you wish it to appear.

OUR COVER

Many thanks go to George Harter for his third cover to appear in Hoosier Archives. Keep up the good work, George. One more and you'll tie Mark Verheiden's record!

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